Lab 10

* Change the view by going into the view function under “camera” change the z position for the height, the tilt for the angle, and the heading for the orientation.
* Change all the identified trees by going into the list of uniqueValueInfos and change the ‘name’ under each value to an inappropriate named plant found in the Esri file provided.
* Change the shadow by the date found under the lighting function found in the environment variable in the view function.
* I created a Feature Layer right below the vegetation Layer and created it doing the same format as the vegetation layer, except I did not mess with the renderer or visual variables or unique value infos. I found the parking layer within the link provided; specifically I took the public parking layer by “stepping” further into each parking directory.